

Shomitro Kumar Ghosh

Product Designer (UI/UX)

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EXPERIENCE

Find Me LLC — Product Designer – May 2026 – Present

Led end-to-end design for MVP website and web portal development, creating user flows, wireframes, interactions, and scalable UI systems while collaborating closely with the founder and development team to build responsive, user-centered product experiences.

Polygon Technology — Product Designer – Feb 2023 – Aug 2023

Improved usability for **50M+ Grameenphone** users by designing the MYGP International Roaming feature. Delivered scalable SaaS web applications and B2B/B2C IoT solutions, enabling efficient and production-ready product experiences.

Nuport — Product Design Associate – Apr 2022 – Jan 2023

Led end-to-end UX/UI and built a scalable design system for B2B SaaS and supply-chain platforms (E-commerce, WMS, TMS), improving workflow efficiency and usability. Used advanced prototyping to validate complex workflows, enabling smoother onboarding and adoption by **5+ enterprise clients**.

Sheba Platform Ltd. — Product Designer II – Jan 2020 – Mar 2022

Led redesign of the Sheba.xyz mobile app for 500K+ users, improving UX and streamlining the order placement journey. Used user feedback to optimize flows, driving a **34% increase in downloads and 30% growth in sales**.

Techcare — UI/UX Designer – Jul 2019 – Dec 2019

Designed landing pages and mobile app screens, focusing on clean layouts and usability. Supported the team with wireframes, visual assets, and design updates to ensure smooth project delivery.

EDUCATION

University of Michigan-Dearborn — MS in Computer and Information Science

Graduated: December 2025

Courses: Software User Interface Design & Analysis; Human Factors and Ergonomics; Advanced Operating Systems

Daffodil International University — BS in Computer Science and Engineering

Graduated: December 2019

CERTIFICATIONS

UX Design Certification Program –
CUXD (UserHub, 2020)

**Foundations of User Experience
(UX) Design –** Google (Coursera,
2021)

SKILLS

Product & UX: Product Design, UX/UI Design, Design Systems, Wireframing, Prototyping, User Flows, User Research, A/B Testing, Market & Requirements Analysis, Data-Driven Design, Agile/Scrum, Cross-Functional Collaboration, Design QA, Information Architecture, Accessibility, Interaction Design.

Tools: Figma, Framer, Jitter, Adobe Creative Suite, Jira, Notion, Claude, Lovable, Cursor.